CS-376 Final Project  
Self Assessment

Your group should fill out one copy of this form and include it with your assignment when you turn it in.

# Group

*Who’s in your group?*

1. Darian Liang
2. Larry Ling

# Goals

*Say a few words about what you wanted the game to be like. Note that if you just wanted to write some code so you could get an good grade on the project, it’s fine to admit that.*

We wanted this game to be a relaxing, low-stress game designed for fans of Dragon Ball but playable by anyone.

# Lessons learned

*What went right?*

When we came up with the final idea for our game, everything we implemented went smoothly with little to no hiccups. We are proud of our final result.

*What went wrong?*

We used Github to document our work and be able to work on the project from both of our computers, but when we would push our work onto the repository the scenes would sometimes get corrupted which was annoying, however since we had backups on our computers we were able to overwrite these with previously-saved files. Another hiccup was that when we first implemented the tilting maze, Krillin would bounce in the air when the maze was tilted suddenly. To fix this, we modified the transform component rather than the rigidbody component.

*What do you wish you knew when you started?*

Knowing how to use the git functions in terminal from the get-go would have made this process a lot simpler.

# Annoying grading bookkeeping

Please list all the things you think you got points for based on the criteria given in the assignment. Include for each item which group member worked on that item. It’s acceptable for multiple people to work on a single thing, but if you tell us that everybody did everything, you will need to come meet with Ian in person to justify that.

* Maze appears on screen 1
* Krillin appears on screen 1
* Dragon Balls appear on screen 1
* Score Count appears on screen 1
* Goal appears on screen 1
* Maze moves 1
* Maze controllable by the user 1
* Dragon Ball responds to collision 1
* Score Counter responds to collision 1
* Game makes continuous sound 1
* Krillin makes sound in response to event 1
* Goal makes sound in response to event 1
* Joystick axis controls 1
* Keypress controls 1
* 3-D game 25
* Pause menu 5
* Start menu 5
* 3 levels 3

## Total points we think we got

52 points

# Who did what

For each of the items above, tell us who worked on it. Do not say “everybody worked on everything”.

* Maze appears on screen – Larry
* Krillin appears on screen – Larry
* Dragon Balls appear on screen – Larry
* Score Count appears on screen – Darian
* Goal appears on screen – Larry
* Maze moves – Both
* Maze controllable by user – Both
* Dragon Ball responds to collision – Darian
* Score Counter responds to collision – Darian
* Game makes continuous sound – Darian
* Krillin makes sound – Darian
* Goal makes sound – Darian
* Joystick Axis controls – Larry
* Keypress controls – Both
* 3-D game – Both
* Pause menu – Darian
* Start menu – Larry
* 3 levels – Larry